The Epocal 5-8

System for 5-8 numbers

Introduction:

As most professional gamblers know, the probability that any one of the 37 numbers will be drawn in a single spin is 2.7, or 1/37. The "law of the third" tells us that in a complete cycle of 37 spins, there will be only 24 numbers drawn one or more times, while the other 13 will not appear.
Negative probability is $(36/37)^{37}$=0.3628 = 36.28%, and 37*0.3628=13.42.
13.42, as you can see, is more likely 14 than 13 numbers.
To obtain more precision, years ago, we found a cycle of 39 spins instead of a cycle of 37. Negative probability is $(36/37)^{39}$=0.3435 or 34.35%, and 37*0.3435=12.7.
This "long cycle" gives us 13 numbers that will not come out. The following system is based on the "cycle 39" (the Cycle 39 is applicable also for the OO wheel).
It uses only numbers in frequency (normal or super), and excludes the absent ones (joined probability distribution).

INSTRUCTIONS:

Every Game is a complete game - do not use the same Table for different games. For every Game you need a total of 30 spins before to bet and others 5-9 spins (in the worst cases) before winning.
Before using the table below for the first time it is important to make further copies of it, since one Table is used and discarded for each game (this advice will avoid you to make errors while recording spins).

The collecting zone:

We need to note a total of 30 spins.
At the end of the collect zone we will find that in the major times we see on

average:
16 or 17 numbers never drawn
13 or 14 numbers drawn only one time
5-6 numers drawn 2 (and only 2) times
2 or 3 numbers drawn more than 2 times

We need only the numbers drawn 2 (and only 2) times.
In fact we will bet them immediately according on these rules:

The attack zone:

The number of spins to bet is calculated as follows:
36 /n, where n is number of targets obtained.
For example, if there are 4 targets then play should stop if no win occurs by the 9th spin, if there are 5 targets play for 8 spins (36/5=7,2 that means 8, if there are 6 targets play for 6 spins, and so on.

Number of targets:	Spins to bet/ action
Less than 4	Do not bet
4	**9**
5	**7**
6	**6**
7	**6**
8	**5**
More than 8	**Do not bet**

Usually you will bet 5 or 6 number (the 80% of the times) but sometimes you can also obtain 7-8 or 4 numbers to bet. Remember that you must never bet less than 4 number or more than 8 numbers if they happen. In this (very rare) case start a new game.

Scheme of playing:

0 **30** **n**

number of spins

Examples:

For the example below we are using a single 0 wheel, remember that in case of the 00 wheel the game is the same, you don't need too apply for any correction. (note that the following spins are not real casino permanencies)

Example I:
Theoretical first 30 spins:
3,6,14,2,27,20,4,2,17,26,11,31,20,34,1,31,13,25,3,17,31,5,5,7,2,34,0,6,2,19

Now you can see 18 numbers never drawn, 11 numbers drawn 1 time, 6 numbers drawn 2 times, 1 number drawn 3 times and 1 number drawn more than 3 times.
In this case this is good numeric distribution and you have to bet the numbers drawn 2 times (3,5,6,17,20,24) for a maximum of 6 spins.

Example II:
Theoretical first 30 spins: (note: not real casino permanencies) :
5,10,19,2,27,30,31,12,7,36,21,31,19,32,36,31,23,5,13,17,31,8,5,8,2,31,19,6,2,19

Now you can see 20 numbers never drawn, 11 numbers drawn 1 time, only 2 numbers drawn 2 times, 2 numbers drawn 3 times and 2 numbers drawn more than 3 times.
In this case this is an irregolar distribution, you don't have to play.
Start with a new game.

The second attack chance:

In the most numbers of games you will win before the end of the attack zone. In this case is possible to continue betting on the remaining numbers.
You must only remember that you don't have to continue betting after the end of the attack zone.

You don’t have to continue to play if the numbers to bet are less than 4, in fact if you are playing a game and after 30 spins (collecting zone) you obtain 4 numbers to bet for 9 successive spins (attack zone), if you win after 3 spins you remain with only 3 numbers bet, in this case you can’t use the second chance.
Instead, if you are playing another game and after the collecting zone you obtain 6 numbers to bet and you win for the first time at the second spin (spin number 32 from the beginning of the game), you can use the second chance for: 7-2=5 successive spins.

Number of targets:	Spins to bet/ action	Second chance
Less than 4	Do not bet	-
4	**9**	**Not allowed**
5	**7**	**9-X**
6	**6**	**7-X**
7	**6**	**6-X**
8	**5**	**6-X**
More than 8	**Do not bet**	**-**

Where X is the spins of the attack zone when you won the first time

Resuming attack zone table for the second chance:

Number of targets:	Spins to bet/ action	**1st win at 1st spin**	**1st win at 2nd spin**	**1st win at 3rd spin**	**1st win at 4th spin**	**1st win at 5th Spin**	**1st win at 6th spin**	**1st win at 7th spin**	**1st win at 8th spin**	**1st win at 9th spin**
< 4	-	-	-	-	-	-	-	-	-	-
4	**9**	**-**	**-**	**-**	**-**	**-**	**-**	**-**	**-**	**-**
5	**7**	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
6	**6**	**6**	**5**	**4**	**3**	**2**	**1**	**-**		
7	**6**	**5**	**5**	**4**	**3**	**2**	**1**	**-**		
8	**5**	**5**	**4**	**3**	**2**	**1**	**-**	**-**		
> 8	**-**	**-**	**-**	**-**	**-**	**-**	**-**	**-**	**-**	**-**

Example III:
Theoretical 35 spins:
3,6,14,2,27,20,4,2,17,26,11,31,20,34,1,31,13,25,3,17,31,5,5,7,2,34,0,6,2,19 (end of first 30 spins) 15,3,18,15,17 (theoretical attack zone spins)

In this case after the first 30 spins we have 6 numers to bet (3,5,6,17,20,24) for a maximum of 6 spins. At the second spin, we win with the number 3!, We want to continue with the second chance, we bet only 5 number (5,6,17,20,24) for 7-2=5 successive spins and we will win again after 3 spins! (at the 35th spins from the beginning of the game).

Last advice:

The most difficult thing while playing a system, is to follow it correctly.
In a real casino, the environment, the noise, the adrenalin, all make it very hard to avoid errors while recording the spins.
Do not bet following your instinct; use the system you have!
Always use the same system in a day; do not change or switch it with other systems.
Also if you lose 2 or 3 games consecutively do not change the method, it is only a statistical negative event and you will win more in the following games.
Never use progression while betting. ALWAYS use the same bet from the beginning of the day until the end.
Remember that roulette is easy to beat, but it is very hard to beat your impatience!
If you follow this advice, winning will be only a formality!

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Table

0				10				20				30			
1				11				21				31			
2				12				22				32			
3				13				23				33			
4				14				24				34			
5				15				25				35			
6				16				26				36			
7				17				27							
8				18				28							
9				19				29							

First part: 30 spins - The collecting zone

1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**
21	**22**	**23**	**24**	**25**	**26**	**27**	**28**	**29**	30										

Second part: further N spins – The attack zone and the second chance attack zone:

Number of targets:	Spins to bet/ action	**1st win at 1st spin**	**1st win at 2nd spin**	**1st win at 3rd spin**	**1st win at 4th spin**	**1st win at 5th Spin**	**1st win at 6th spin**	**1st win at 7th spin**	**1st win at 8th spin**	**1st win at 9th spin**
< 4	-	-	-	-	-	-	-	-	-	-
4	**9**	-	-	-	-	-	-	-	-	-
5	**7**	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
6	**6**	**6**	**5**	**4**	**3**	**2**	**1**	-		
7	**6**	**5**	**5**	**4**	**3**	**2**	**1**	-		
8	**5**	**5**	**4**	**3**	**2**	**1**	-	-		
> 8	-	-	-	-	-	-	-	-	-	-

Numbers of time that a number is drawn after n spins:

	0	1	2	3	4	5	6	7	8	9
1	**36**	**1**	--	--	--	--	--	--	--	--
2	**35.02703**	**1.94595**	**0.02703**	--	--	--	--	--	--	--
3	**34.08035**	**2.84003**	**0.07889**	**0.00073**	--	--	--	--	--	--
4	**33.15926**	**3.68436**	**0.15352**	**0.00284**	**0.00002**	--	--	--	--	--
5	**32.26306**	**4.48098**	**0.24894**	**0.00692**	**0.0001**	**0**	--	--	--	--
6	**31.39109**	**5.23185**	**0.36332**	**0.01346**	**0.00028**	**0**	**0**	--	--	--
7	**30.54268**	**5.93885**	**0.4949**	**0.02291**	**0.00064**	**0.00001**	**0**	**0**	--	--
8	**29.7172**	**6.60382**	**0.64204**	**0.03567**	**0.00124**	**0.00003**	**0**	**0**	**0**	--
9	**28.91404**	**7.22851**	**0.80317**	**0.05206**	**0.00217**	**0.00006**	**0**	**0**	**0**	**0**
10	**28.13258**	**7.8146**	**0.97683**	**0.07236**	**0.00352**	**0.00012**	**0**	**0**	**0**	**0**
11	**27.37224**	**8.36374**	**1.16163**	**0.0968**	**0.00538**	**0.00021**	**0.00001**	**0**	**0**	**0**
12	**26.63245**	**8.87748**	**1.35628**	**0.12558**	**0.00785**	**0.00035**	**0.00001**	**0**	**0**	**0**
13	**25.91265**	**9.35735**	**1.55956**	**0.15884**	**0.01103**	**0.00055**	**0.00002**	**0**	**0**	**0**
14	**25.21231**	**9.80479**	**1.77031**	**0.1967**	**0.01503**	**0.00083**	**0.00003**	**0**	**0**	**0**
15	**24.53089**	**10.22121**	**1.98746**	**0.23923**	**0.01994**	**0.00122**	**0.00006**	**0**	**0**	**0**

16	**23.8679**	**10.60795**	**2.20999**	**0.28648**	**0.02586**	**0.00172**	**0.00009**	**0**	**0**
17	**23.22282**	**10.96633**	**2.43696**	**0.33847**	**0.03291**	**0.00238**	**0.00013**	**0.00001**	**0**
18	**22.59517**	**11.29759**	**2.66749**	**0.39518**	**0.04116**	**0.0032**	**0.00019**	**0.00001**	**0**
19	**21.98449**	**11.60293**	**2.90073**	**0.4566**	**0.05073**	**0.00423**	**0.00027**	**0.00001**	**0**
20	**21.39032**	**11.88351**	**3.13593**	**0.52265**	**0.0617**	**0.00548**	**0.00038**	**0.00002**	**0**
21	**20.8122**	**12.14045**	**3.37235**	**0.59328**	**0.07416**	**0.007**	**0.00052**	**0.00003**	**0**
22	**20.24971**	**12.37482**	**3.60932**	**0.66839**	**0.08819**	**0.00882**	**0.00069**	**0.00004**	**0**
23	**19.70242**	**12.58766**	**3.84623**	**0.74788**	**0.10387**	**0.01096**	**0.00091**	**0.00006**	**0**
24	**19.16992**	**12.77995**	**4.08248**	**0.83162**	**0.12128**	**0.01348**	**0.00119**	**0.00008**	**0**
25	**18.65182**	**12.95265**	**4.31755**	**0.91948**	**0.14048**	**0.01639**	**0.00152**	**0.00011**	**0.00001**
26	**18.14771**	**13.10668**	**4.55093**	**1.01132**	**0.16153**	**0.01974**	**0.00192**	**0.00015**	**0.00001**
27	**17.65723**	**13.24293**	**4.78217**	**1.10698**	**0.1845**	**0.02357**	**0.0024**	**0.0002**	**0.00001**
28	**17.18001**	**13.36223**	**5.01084**	**1.20631**	**0.20943**	**0.02792**	**0.00297**	**0.00026**	**0.00002**
29	**16.71569**	**13.46542**	**5.23655**	**1.30914**	**0.23637**	**0.03283**	**0.00365**	**0.00033**	**0.00003**
30	**16.26391**	**13.55326**	**5.45895**	**1.41528**	**0.26537**	**0.03833**	**0.00444**	**0.00042**	**0.00003**

Appendix A:
The numbers distribution for 30 spins (theoretical).

[Why casino executives fight mathematical gambling systems]

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